

Prior Art
Fig. 1

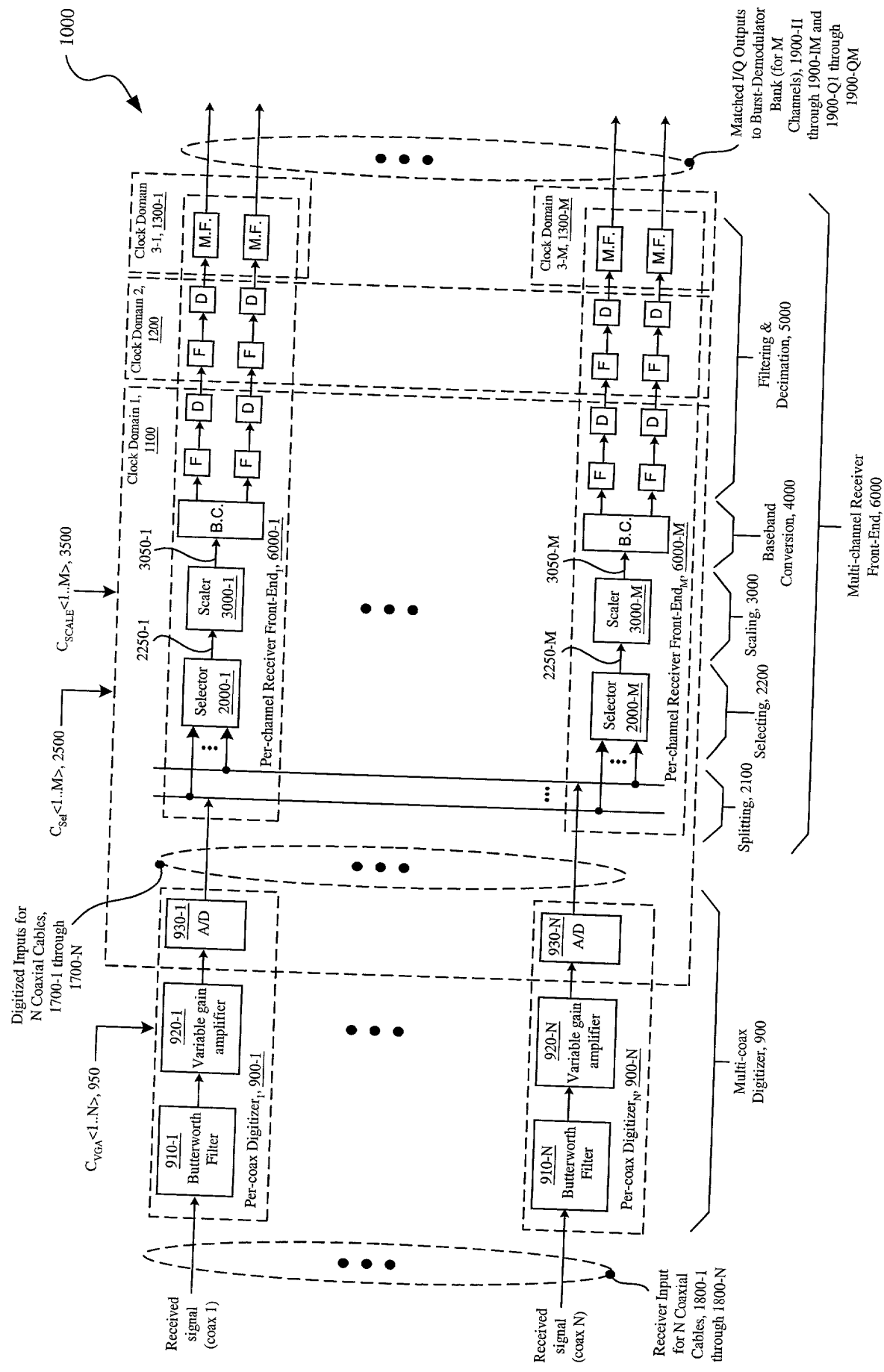


Fig. 2

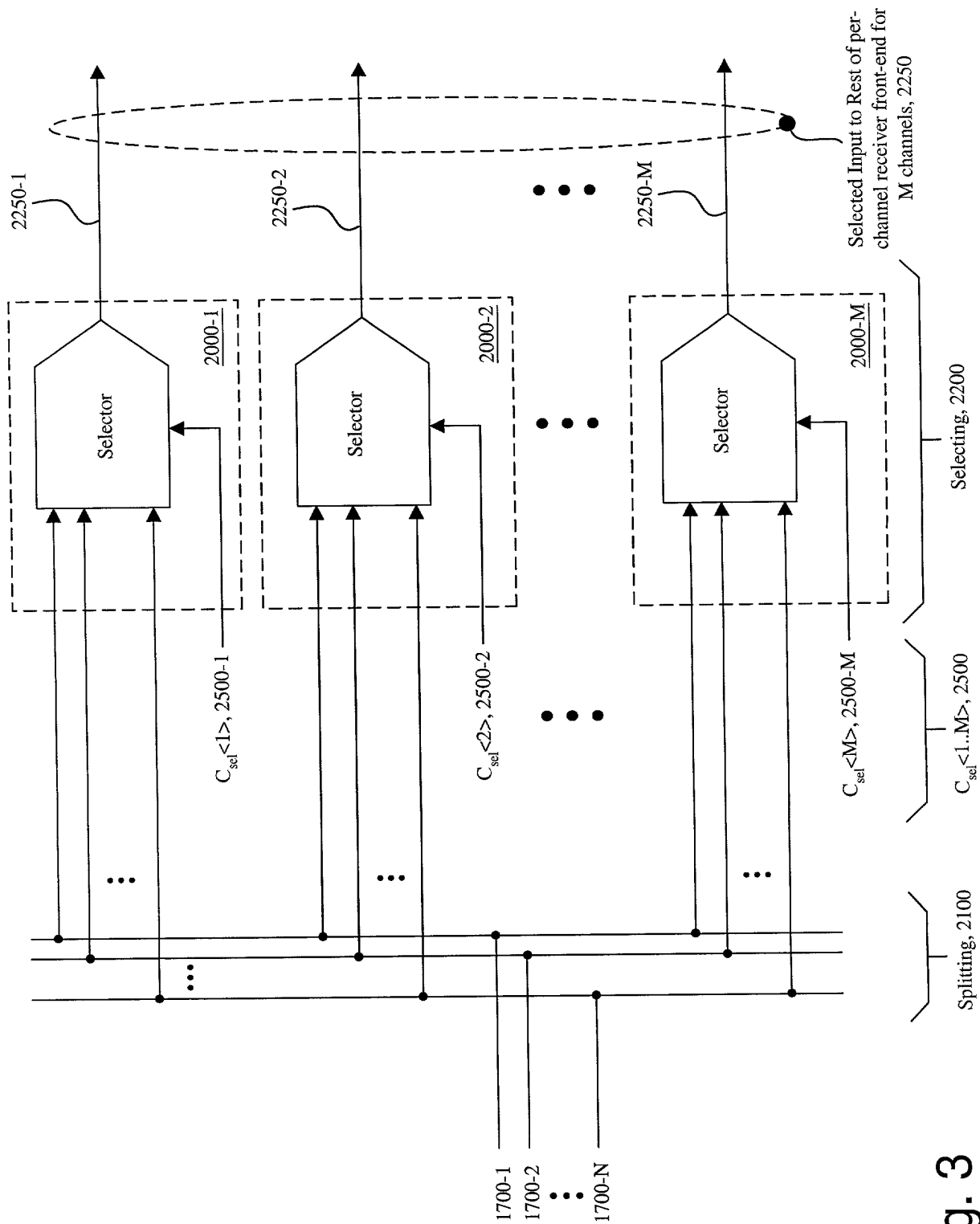
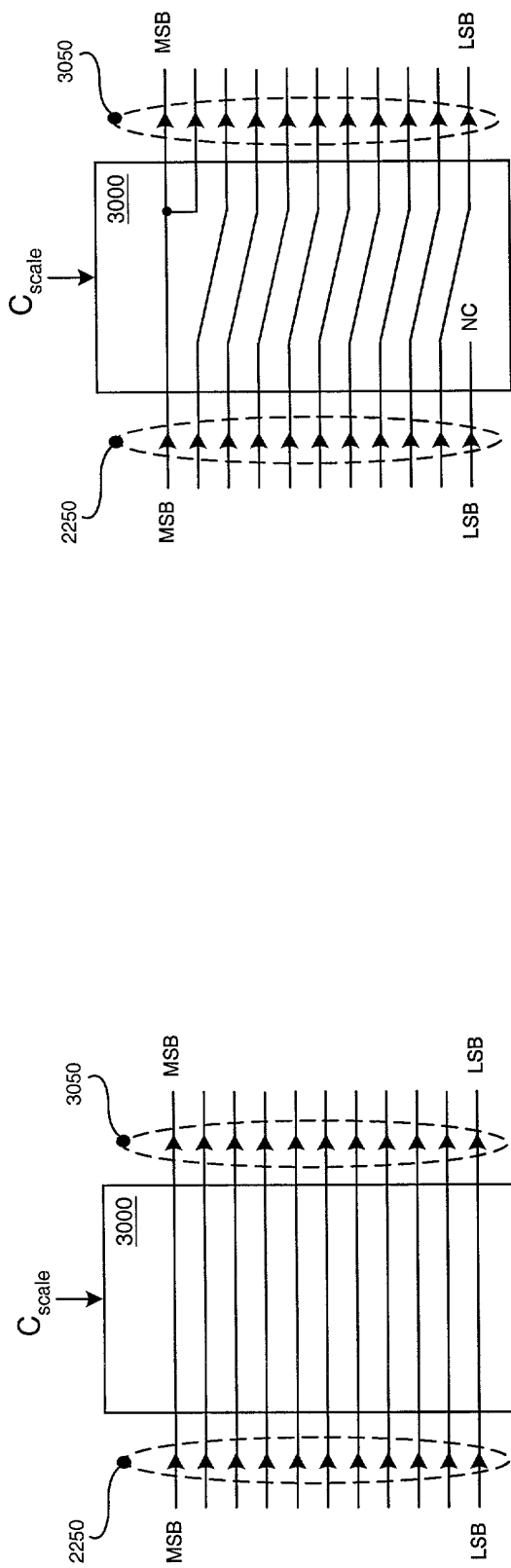
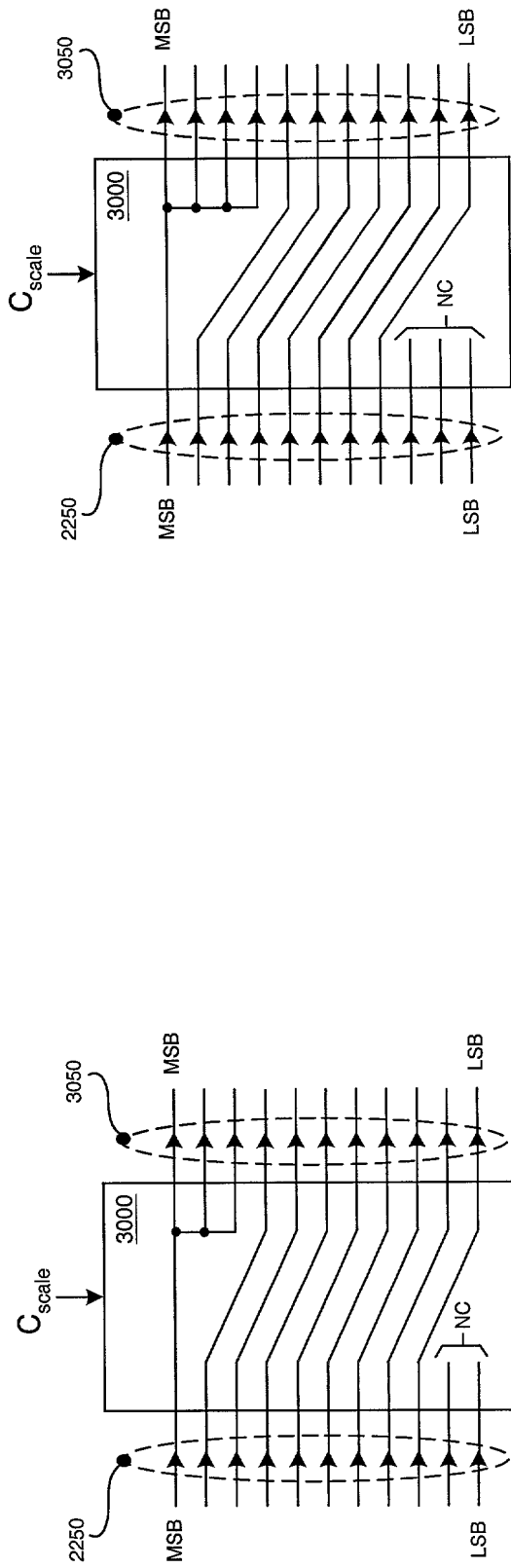


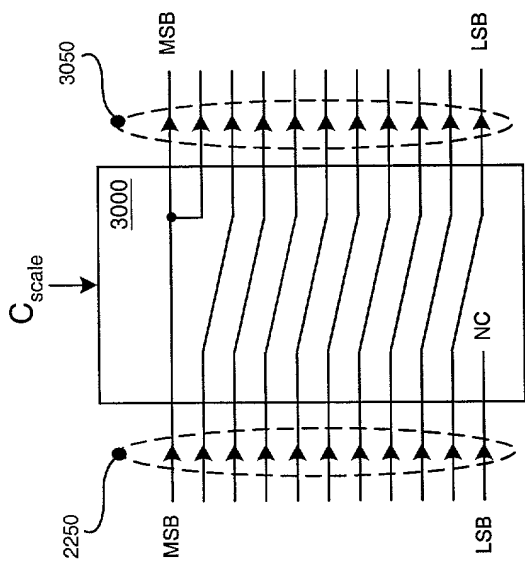
Fig. 3



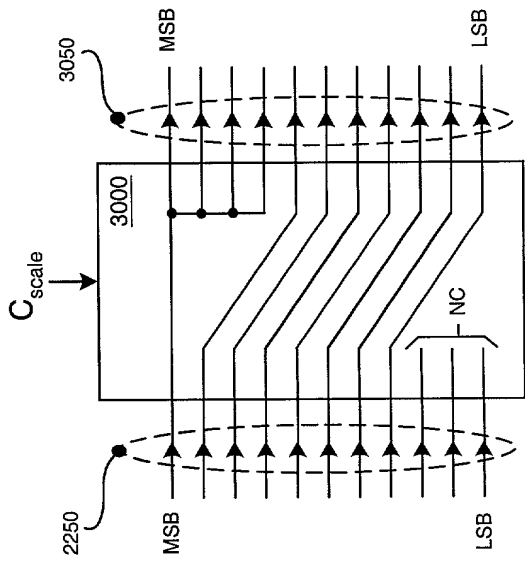
UNITY (No Shift)
(A)



DIVIDE BY 4 (Shift by two bits in LSB Direction)
(C)



DIVIDE BY 2 (Shift by one bit in LSB Direction)
(B)



DIVIDE BY 8 (Shift by three bits in LSB Direction)
(D)

Fig. 4

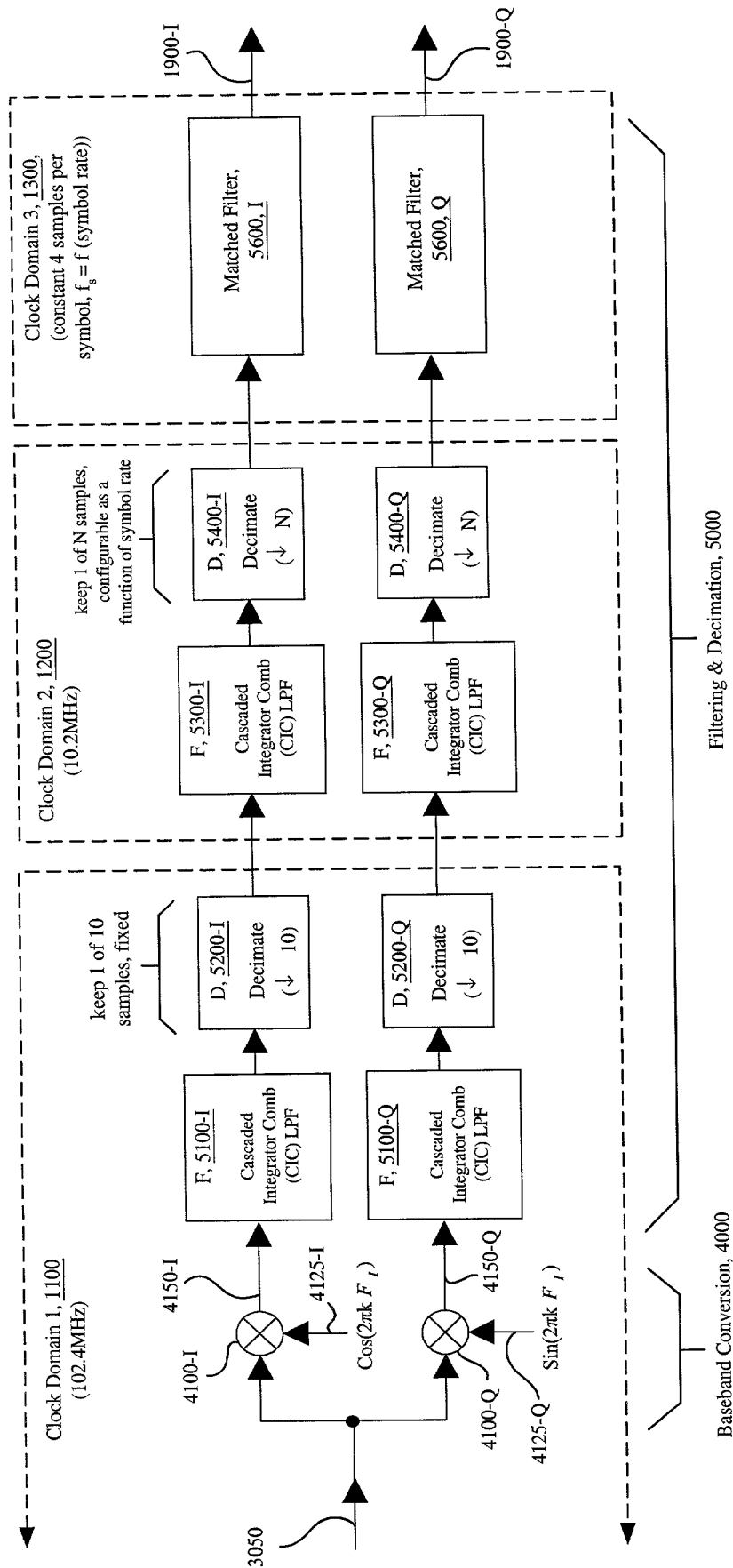


Fig. 5

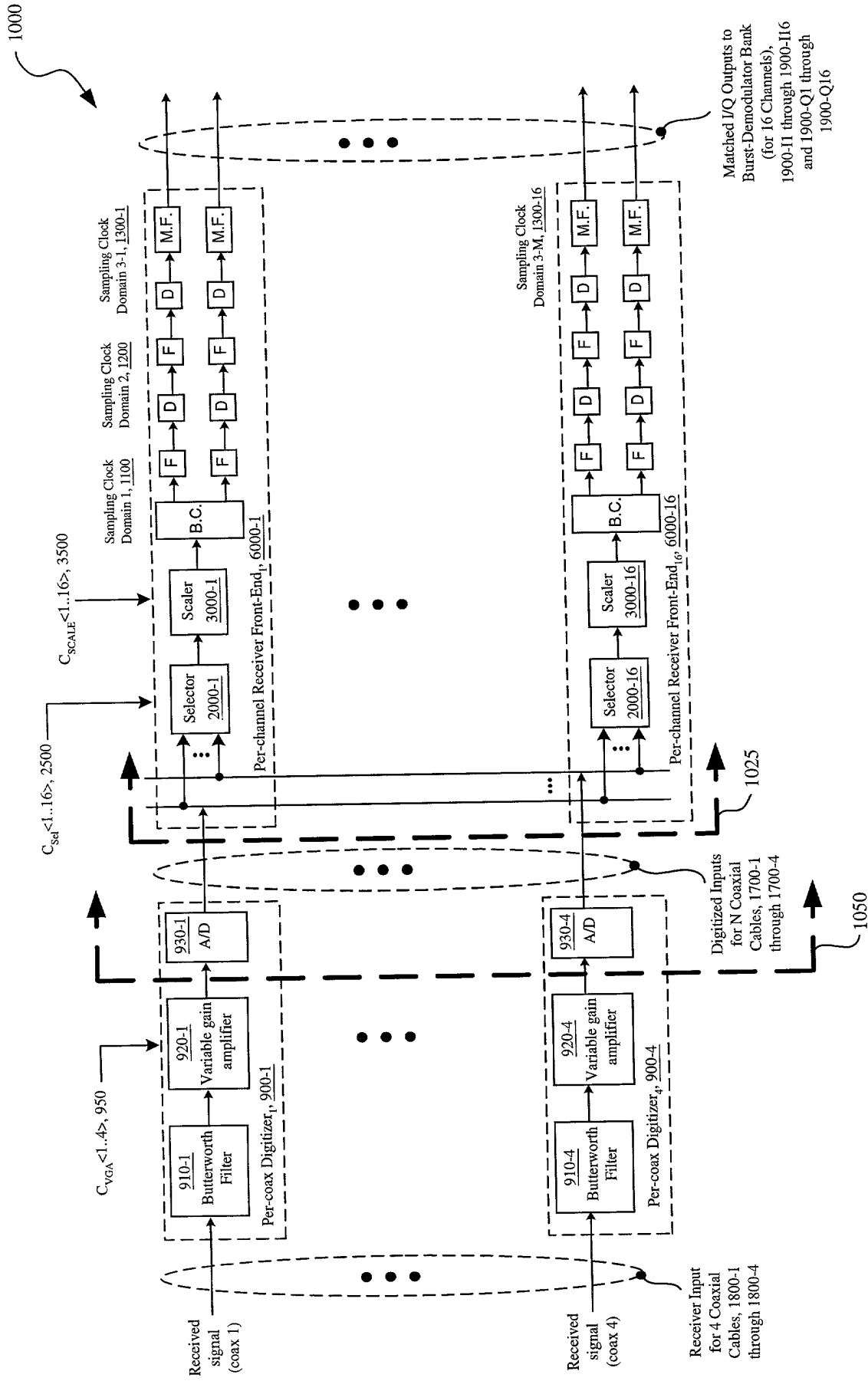


Fig. 6

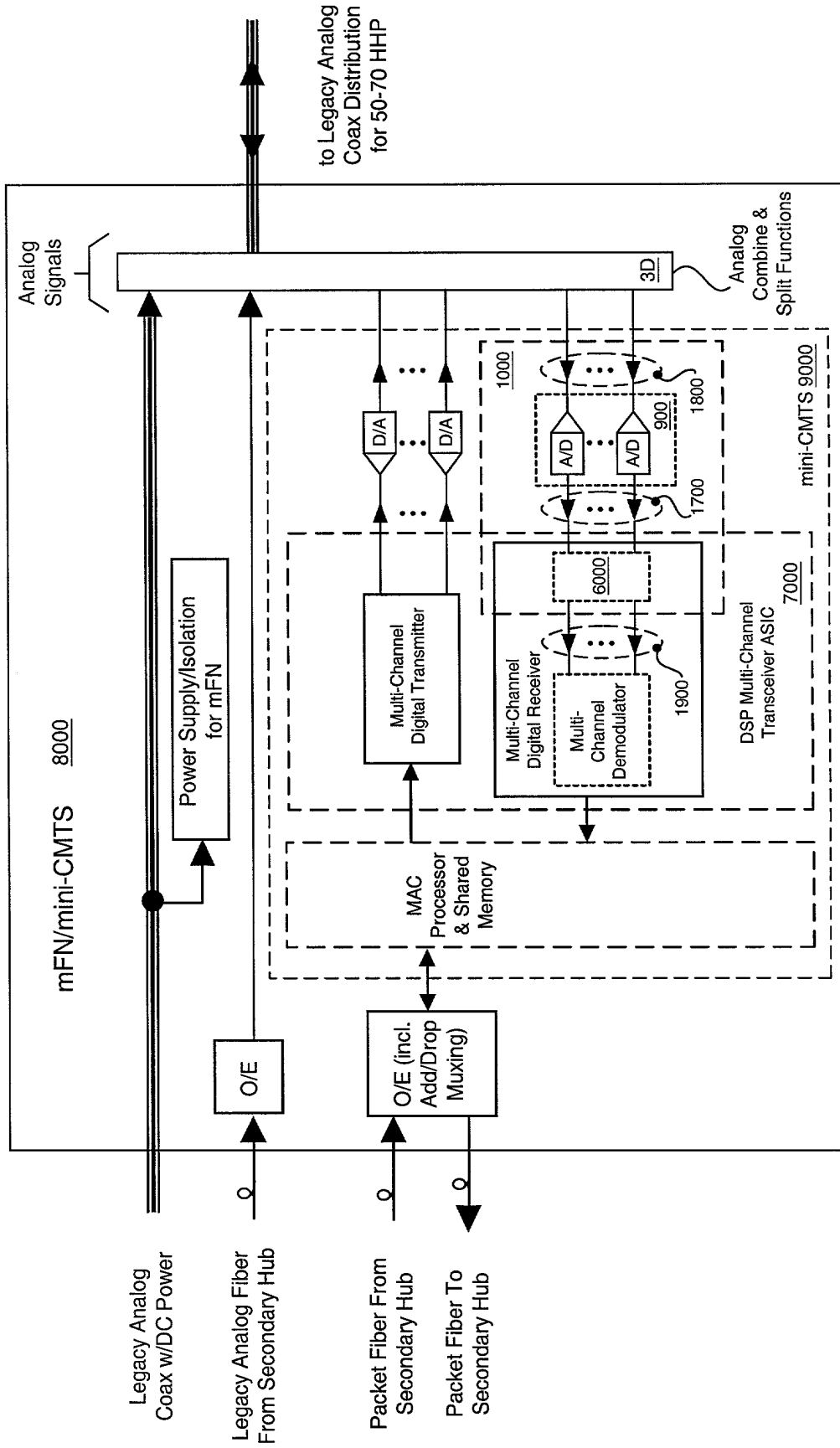
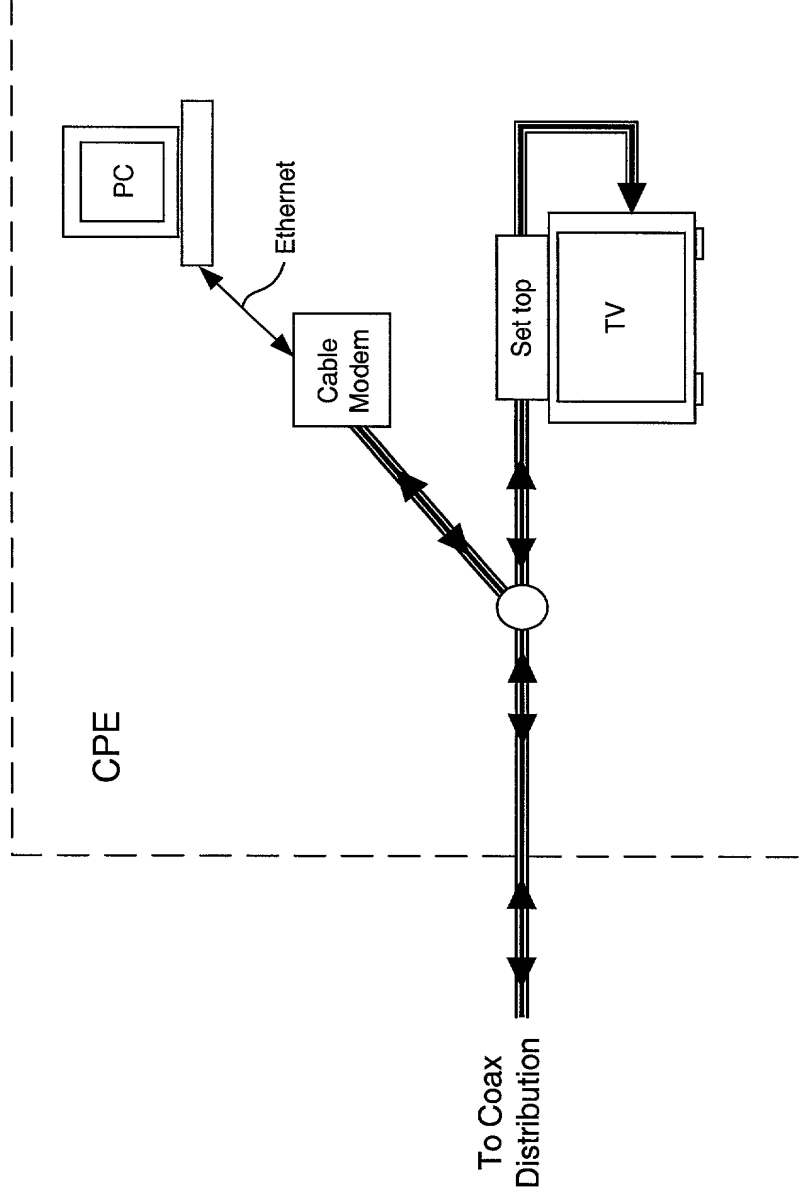


Fig. 7



Prior Art
Fig. 8B

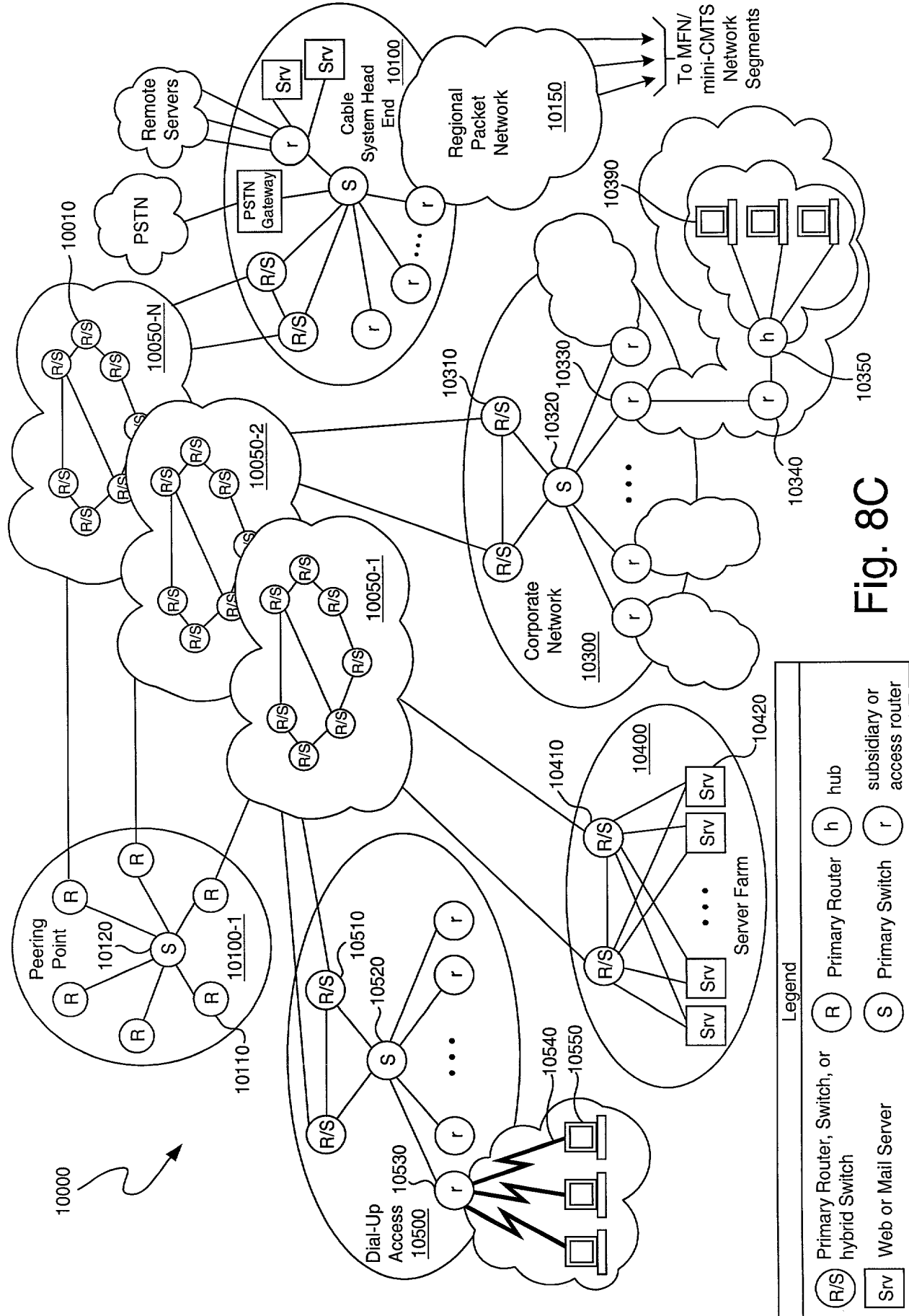


Fig. 8C